

Farming

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Upgrade Material Farming

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This page contains information on where to get all upgrade materials, as well as the types of upgrade paths, stat bonuses and special properties from them.

As with farming for weapons and armor, farming for upgrade materials relies on your Item Discovery. The maximum Item Discovery you can have is 410. Have 10 "loose" Humanity and equip either the Covetous Gold Serpent Ring or Symbol of Avarice.

Titanite

Normal

Increases physical attack power of weapons. Scales with Strength and Dexterity stats.
Required for +5 for all upgrades

Raw

Increased physical attack power. Reduced stat scaling. Weaker than standard upgrade

Crystal

Increases physical attack power. Stronger than standard upgrades, cannot be repaired

Lightning

Increases physical and lightning attack power, removes stat scaling

Titanite Shard

- Sold by Andre of Astora in Undead Parish for 800 souls a piece
- Sold by Vamos for 800 souls
- Sold by Giant Blacksmith for 800 souls
- Sold by Hawkeye Gough for 800 souls
- Sold by Crestfallen Merchant for 1,000 souls
- Drops from Undead in Undead Burg and Undead Parish (rare)
- Drops from the non-respawning Heavy Knight in Undead Parish (100% chance)
- Drops from Balder Knight (see page for details)
- Another easy way of obtaining Titanite Shards is farming the Giant Leeches in the poison swamp of Blighttown. There are about 18 Leeches in the area that drop 1 Large Titanite Shard and 5 Green Titanite Shards. It is suggested to equip the Rusted Iron Ring to traverse the swamp easier. After killing the Leeches, run back to the bonfire and repeat as needed. Once satisfied with the amount of titanite, return to Kingseeker Frampt to convert them into shards.¹

Large Titanite Shard

- Sold by Crestfallen Merchant for 4,000 souls

- Sold by Giant Blacksmith for 3,800 souls
- Sold by Hawkeye Gough for 3,800 souls
- Randomly obtained from Crystal Lizards
- Drops from the Heavy Knight in Painted World of Ariamis (100% chance)
- Drops from Balder Knights, only in Sen's Fortress
- Drops from Slime in the sewers in Depths near the Bonfire (rare)
- Drops from Giant Leeches in the poison swamp in Blighttown
- Drops from the Heavy Knight in Sen's Fortress near Bonfire
- Drops from Bloathheads in Oolacile Township. From the Oolacile Township bonfire, farm the first five Bloathheads, rest at bonfire, repeat

Titanite Chunk

- Drops from Black Knights in Undead Burg, Darkroot Basin and Kiln of the First Flame (the Black Knights in the latter area respawn)
- Drops from Darkwraiths in the lower New Londo Ruins
- Drops from Royal Sentinel in Anor Londo
- Drops from Giant in Sen's Fortress
- Randomly obtained from Crystal Lizards in Undead Burg, Darkroot Garden, Tomb of the Giants, and The Great Hollow

Titanite Slab

- Randomly obtained from Crystal Lizards in The Great Hollow
- Drops from Darkwraiths in the lower New Londo Ruins (very rare).

Green Titanite

Upgrades and reinforces Magic, Divine or Fire weapons, up to +5

Magic

Deals additional magic damage. Reduced Strength and Dexterity scaling. Adds scaling with Intelligence

Divine

Deals additional magic damage. Reduced Strength and Dexterity scaling. Adds scaling with Faith. Deals Holy Damage

Fire

Deals additional fire damage. Removes stat scaling

Green Titanite Shard (Needed for +1 to +5 Magic, Fire, Divine)

- Sold by Crestfallen Merchant for 5,000 souls
- Sold by the Giant Blacksmith for 4,800 souls
- Sold by Hawkeye Gough for 4,800 souls
- Drops from Giant Leeches at ground level of Blighttown (5 per drop): rest at the bonfire in the swamp (or the The Great Hollow entrance), then run to the far left side of the map to

reach the leeches and kill them, repeat

- Drops from Slimes in the Depths: rest at the bonfire in the Depths, run into the hallway, kill all Slimes, loot, return to Bonfire, repeat

Blue Titanite

Reinforces Magic weapons, up to +10. Upgrades +5 Magic weapons to Enchanted, and reinforces up to +5.

Chunk of Blue Titanite (Needed for +6 to +9 Magic, +1 to +4 Enchanted)

- Drops from Crystal Golem in Darkroot Basin and Crystal Cave
- Drops from Halberd Black Knights in Kiln of the First Flame (100% chance)
- Drops from Crystal butterfly in Crystal Cave

Blue Titanite Slab (Needed for +10 Magic, +5 Enchanted)

- Drops from Crystal Butterfly in Crystal Cave (very rare) (don't to worry about killing the butterfly over a chasm; the slab is automatically added to Inventory)

Red Titanite

Reinforces Fire weapons, up to +10. Upgrades +5 Fire weapons to Chaos, and reinforces up to +5.

Chunk of Red Titanite (Needed for +6 to +9 Fire, +1 to +4 Chaos)

- Drops from Chaos Eaters in Lost Izalith
- Drops from Greatsword Black Knights in Kiln of the First Flame (100% chance)
- Drops from Chaos Bugs in the shortcut tunnel between Demon Ruins and Lost Izalith (very rare)

Red Titanite Slab (Needed for +10 Fire, +5 Chaos)

- Drop from Chaos Eaters in Lost Izalith (very rare)

White Titanite

Reinforces Divine weapons, up to +10. Upgrades +5 Divine weapons to Occult, and reinforces up to +5.

Chunk of White Titanite (Needed for +6 to +9 Divine, +1 to +4 Occult)

- Drops from Bone tower in Tomb of the Giants

- Drops from Pinwheel Servants in Tomb of the Giants area before Gravelord Nito's fog
- Drops from Greataxe Black Knights in Kiln of the First Flame (100% chance)
- Drops from Chaos Eater in Lost Izalith (very rare)

White Titanite Slab (Needed for +10 Divine, +5 Occult)

- Drops from Pinwheel Servants before Nito's fog (very rare)

Twinkling Titanite

Upgrades weapons that cannot be regularly upgraded

- Sold by Giant Blacksmith for 8,000 souls each
- Drops from Crystal Lizards (100% chance) Drops 2 Twinkling Titanites
- Drops from Stone Guardian (common)
- Drops from Man-Eater Shell in Ash Lake and Crystal Cave. The Crystal Cave is a good place for farming, since there are 6 of them near a bonfire after defeating Seath.

Demon Titanite

Upgrades weapons forged from boss souls. Normal +10 and Boss Souls required

- 100% drop from non-respawning Prowling Demons - the one in Anor Londo drops 2 Demon Titanites
- Drops 2 from respawnable Prowling Demon along Lost Izalith shortcut along with 5000 souls per kill

Dragon Scale

Upgrades dragon weapons

- Drops from Drakes in the Valley of Drakes (rare) - video
- Reward after winning a duel between Path of the Dragon covenanters using Dragon Eye

Also check Snuggly the Crow for rare Titanite trades

*Depending on your build, sometimes it's better to farm souls and buy shards from blacksmiths. See the soul farming page

Footnotes 1. Note that feeding items to Frampt through the "Feed Item" option only rewards Souls. Make sure to select the "Feed (Titanite name)" option.

1 Large Titanite shard = 5 Titanite Shards = 4000 souls and 5 Green Titanite Shards = 25 Titanite Shards = **20000 souls**

Soul Farming

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This page contains different methods of efficiently obtaining standard souls to purchase items, upgrade equipment and level your character.

Rating system to be created by someone else. Information posted might have guidelines. Please modify posts to contain accurate in-game information.

General Notes

- The Covetous Silver Serpent Ring is highly recommended for ALL farming methods as it increases the number of souls obtained. The Symbol of Avarice is more circumstantial due to the constant health drain but can be used on short runs
- Overkill is the means of dealing at least 150% of the target's total health in damage and will grant additional souls, perform this where you can.
- Many enemies will drop items, they can be fed to Kingseeker Frampt afterwards for additional souls.
- The Homeward miracle is great for cutting times off runs, but if you don't have it or can't use it you can use Homeward Bones at a cost of 500 souls each from Undead Merchant Female, weigh the time saved and the cost of the bone against the number of souls you are generating each run to determine if it is worth using them or running back.

Jolly Co-operation

Using the White Sign Soapstone and assisting other players in killing bosses is a fun and productive way to get souls. You will receive half the souls from the boss and anything killed along the way.

- Note you must be reasonably close in level, so place your sign in an area you have previously (or not yet) cleared.
- Place your sign at bonfires as you progress through the game. If you are summoned you will usually get a fast track to the boss (if not then easy souls on the way) and when completed you will be dropped where you were before to continue to your own boss fight.

Area Rerun

Rather than a monotonous grind, you can rerun any area (the higher level area, the better the return) and kill everything you come across. You may find items and secrets you missed the first time and, depending on the area, can return a comparable number of souls. Anor Londo is a good location to start.

Undead Burg Bridge Dragon Fire

555 souls per 0:30; Souls per second: 18.3

This method is useful for new players to get early levels or a few extra items from the Undead Merchant, but you should not spend any great deal of time doing this as in the long run the difference will be negligible.

At the first bonfire in Undead Burg, after the ladder has been lowered, climb the ladder and head up the stairs to the top of the bridge. Take one step into the center of the bridge and run back down the stairs to safety. The Hellkite Dragon should incinerate the 5 enemies on the bridge, earning you 555 souls. Jump back down to the bonfire, rest and repeat. You can watch a video [here](#).

Demon Ruins Larva

630 souls per 0:20; Souls per second: 31.5

SL: 50+

From the first bonfire in the Demon Ruins, use Great Chaos Fireball on the egg-bearers. The bearers don't give out any souls but the larva that hatch after they die give out 18 souls each. The initial blast will kill the bearers and the lava will kill off the larva. With the Dusk Crown Ring you get 6 casts. Symbol of Avarice is useful here as you will be resting frequently.

Note: When the larva hatch some of them might bug out and jump in the air thus not getting killed by the fireball flame.

Demon Ruins Capra Demons

Souls: 4000 per 1:30; Souls per second: 44.44

SL: 45+

Place: Demon Ruins

Requirements: Any high stacked weapon, Black Knight weapons work best.

Leave the second bonfire (the one guarded by the Burrowing Rockworm) and head back up the stairs to the hallway containing five Capra Demons. After you have killed them with your favourite equipment you can drop down back to the bonfire and repeat. The Slumbering Dragoncrest Ring helps ensure that you won't draw too much attention while you approach the Capra Demons, making this task less risky.

Darkroot Garden Forest Protectors

7000 souls per 1:30. (21000 in NG+) Souls per second: 77.77 (233.33)

Recommended SL: 30+

Careful farming of the NPCs past the Crest-locked gate in Darkroot Garden returns a reasonable number of souls. In the Black Forest there is a Mage, a Thief who is *almost* invisible, a Cleric and a Warrior. From the bonfire head down the stairs to the area they are in. Run right out into the forest on the left to come upon the Mage with a round shield. You can use the trees as cover from the Mage's spells. The next enemy might be the Thief. Although hard to see, you can hear him/her running at you. Enemy 3 is a Cleric. The last enemy is an armored axe and shield Warrior. Kill each then run to the bonfire up the stairs and repeat. Coaxing visible enemies with arrows is a lot safer but with care you can pull each without them.

Darkroot Garden Forest Protectors (Shield Only)

7000 Souls per 2:30; Souls per second: 46.66

Get below 25% equipment weight with a shield (weapon not required). When approaching the NPCs in the forest, run straight past the Sorcerer NPC. He will cast Soul Arrow, but his aim is slow and it should go over your shoulder or hit a tree. As you approach the cliff face, the Priest on the right will notice you and begin to approach. Ignore him and continue straight until the Warrior with the Axe sitting on the top of the Cliff stands to pursue you. Immediately turn right and head back into the woods. Keep the glowing flower on your left, and run straight towards the stairs again (this will aggro the Thief). As you approach the stairs, run to the right of them and push your character into the corner between the base of the stairs and the ledge of the cliff. The AI will walk up the stairs and straight off the edge. Keep your shield up, and face the cliff. If they do land, they will bounce an attack off your shield and fall off. Use the camera to watch for the approaching NPCs. If they get stuck on trees and turn away, leave the corner and run out and circle them again to get their attention before returning. They will always exit the forest area well away from the cliff, thus forcing them to take the stairs as they approach and fall when they reach you.

If you have Homeward you can get their aggro but keep running along the cliff (with it on your left), you should eventually be able to tell where there's solid ground under the ledge since you'll start seeing trees again. Drop down to the right of the leftmost tree and walk left around it and you'll end up on a small ledge. Just like with the stairs spot, the chasing NPCs will go flying right off into the void. This doesn't require Homeward but does not save any time if you don't use it.

Anor Londo Silver Knights

15000 souls per 4:00; Souls per second: 62.5

Recommended SL 50+

In Anor Londo there are 12 silver knights situated in the palace area. If you take the time to master parrying, you can kill the knights with one riposte using a Lightning Spear +3 (mimic drop, Sen's Fortress). Alternatively Combustion and Great Combustion can be used, the higher your Pyromancy Flame the better.

When you first get in the palace there is a bonfire on your left through the door. Start here.

- Exit room, and go to room across, 1st silver knight (spear), kill 2nd silver knight (sword) at bottom of stairs, past him go through the door to your right for the 3rd and 4th silver knight (spears), then go back out.
- Run up the stairs and go through left door for 5th silver knight (spear), go back past the stairs and kill 6th (archer), through the door on the right 7th, 8th and 9th (sword wielders).
- Up the stairs to the top (outside) for 10th and 11th (sword and archer), down the stairs to the right of the stairs where you came up for the 12th (sword).
- Exit that room at the far end and down the stairs to return to the bonfire.

Also, you can kill the 2 giants and silver knight archer in the hall before Smough and Ornstein, as well as the two guarding the doorway to the courtyard where all the gargoyles are. This is especially easy to do with the Hawk Ring and a decent bow. A full run will give 27480 souls with the Covetous Silver Serpent Ring.

Experiment with your own paths to find what suits you best.

Painted World of Ariamis Phalanx

10,000 souls per ~0:40; Souls per second: 250

Phalanx are slow, numerous, have low hp, drop a reasonable number of souls, and are 15s away from a bonfire. This makes them ideal for farming a large number of souls very quickly. Note in NG if you can do at least 503 damage in a single tick of damage you will achieve Overkill for a bonus soul return. This scales up to 986 damage on NG+6. Note that although you can warp to the bonfire, you cannot warp from it so will have to run to the end of the area and then down to Darkmoon Tomb.

- Recommended Equipment
 - Covetous Silver Serpent Ring - Standard soul farming equipment.

- Symbol of Avarice - Because each run is so fast you don't have to worry about the hp drain.
 - Ring of Fog will stop them throwing spears at you. If not available, Slumbering Dragoncrest Ring will stop them hearing you, which greatly slows their reaction time.
 - Moderate physical defence and high poise, depending on your method.
 - A melee weapon to deal with three hollows just past the bonfire and/or to clean up survivors.
 - The Homeward miracle can shave a few seconds off your run.
 - Power Within will help you overkill if you are struggling to meet the threshold.
- Methods
 - Equip an AoE Pyromancy such as Great Fireball (or Miracle such as Wrath of the Gods) and blast away.
 - Fire Tempest with a +9 Pyromancy Flame or higher will overkill in NG for extra souls and clears most of the camp out after a short cast time. Chaos Storm can be used with +11 flame, or Firestorm with +13 flame. High poise recommended so you don't get staggered while casting. For this method you should run past the right of the Phalanx and get behind them to allow your cast to complete. You can watch a video [here](#).
 - A fully upgraded Pyromancy Flame (Ascended), Power Within and Fire Tempest/Chaos Storm will deal over 1,000 damage and thus can Overkill even on NG+6.
 - Equip a Greatsword or Halberd, two-hand it (can use a shield if you want) and do a sweep attack (Run + light attack for greatsword, heavy attack for halberd). You are best off running to either side and attacking their flank as their shields will deflect your attacks, but they turn slowly. Grass Crest Shield is recommended for stamina recovery, and keep your weight under 50%.
 - White Dragon Breath can clear the cluster in 5-6 casts with a few left to mop up. The key is to cast it and then step behind one of the blocks before the cast starts, or you will be hit with enough spears to kill a standard mage.
 - Dex or dex/int builds will find that an enchanted Great Scythe's two handed strong attack (running sweep) will make short work of them all
 - Strength or strength/int can enchant the Dragon's Greataxe with CMW and then use the two handed strong special attack to obliterate everything. AoE hit of 1200 on NG++, What manages to not be killed can be quickly dispatched of then rinse and repeat. Aggro the monsters and get so that as many of them are prone as possible or they can and will block the attack. The attack goes through the central pillar. Start out using heavy armor so your attacks are not interrupted, then get lighter as you get better at it. Can either use repair powders or at the bonfire afterwards.

Anor Londo Sentinels

Souls: 10,000 souls per 7:00; Souls per second: 23.8
 SL: 50+ or so.

At the first Bonfire in Anor Londo go either left or right. Either direction has three Sentinels that drop a good number of souls, are very slow, and can be engaged one-on-one. Equip your favourite weapon/pyromancy/spell and have at them. Homeward will make the return trip a bit quicker.

NOTE: If you have killed or angered Lady of the Darkling this strategy is no longer feasible due to the inaccessible Bonfire. You can still warp to it but can no longer use it to recharge your health and Estus, or use Homeward to return to it.

Anor Londo Royal Sentinels

10,000 souls per 1:30; Souls per second: 111.11

Recommend at least 700 health to survive the fall from the bonfire, and Homeward.

Recommend an INT build and will assume this for the guide, use Soul Spear, Crystal Soul Spear and Homing Crystal Soulmass with the Bellowing Dragoncrest Ring. If you don't have the Symbol of Avarice, wear the Crown of the Dark Sun to enhance your sorceries.

From Gwynevere's bonfire, jump down to Ornstein and Smough's arena. Heal yourself and run to the first sentry. You should kill it from afar with soul spears without it turning back to you. Cast Homing Crystal Soulmass and cautiously go up the stairs to the right to kill the archer. The second sentry should follow you up the stairs. Kill it while its back is turned as it goes up. Then go to the front door and kill the two regular sentries from afar. If everything goes well, you can kill the first without aggroing the second. Cast Homeward and repeat.

Tomb of the Giants Skeleton Beasts

10,000 souls per 1:00; Souls per second: 166.66

Requires INT build. Equip Symbol of Avarice and Covetous Silver Serpent Ring, recommend Bellowing Dragoncrest Ring and Tin Crystallization Catalyst, and then your strongest spell (Soul Spear works well). Ideally you want to be able to kill a Skeleton Beast with one shot, if you can Overkill them then even better.

Go to the second Bonfire in the Tomb of the Giants. Use Cast Light and proceed to shoot the five skeleton enemies that are in the direction of the boss. You should be able to kill two or three of the last skeleton beasts with one soul spear meaning you can do a run with just the 4 soul spear shots. The enemies shouldn't attack you within range of your spells, so you can do this without risk of being attacked.

Tomb of the Giants Second Bonfire

10,000+ souls per 1:00; Souls per second: 166.66+
Recommended SL: 40+

Go from Tomb of the Giants second bonfire up the spiral ledge. There is a Giant Skeleton and a Crawling Giant Skeleton that give 3,600 souls combined when wearing Symbol of Avarice and Covetous Silver Serpent Ring. If you run along the wall then cut in right between them you should be able to hit both skeletons with Firestorm, or use any method of your preference. You can watch a video [here](#).

Tomb of the Giants Skeleton Babies

4000 souls per 1:00; Souls per second: 66.66
Recommended SL: 50+
Additional Drops: Humanity

In the watery area below most of the pinwheel servants, directly before the fog gate that leads to Gravelord Nito, there are skeleton babies that spawn in packs of 5-10. Each baby gives you 121 souls (145 each with the Covetous Silver Serpent Ring) and they respawn about 1-2 seconds after you have killed them.

Ideally you should farm them around a ramp, so you have a quick escape as in numbers they can deal a lot of damage. Due to their very low health, a weapon with a long reach (such as a spear) or with swinging attacks are most effective. Equipping the Ring of the Evil Eye will regenerate your health, eliminating the need to return to a bonfire.

They are also the best source of Humanity without the Additional Content.

The Duke's Archives Pisacas

Souls: 8,000 per 1:30; Souls per second: 88.88
SL: 60+
Additional Drops: Humanity

Highly recommend Homeward and the ability to kill the Pisaca in one hit (or very quickly).

1. Warp to The Duke's Archives then go up the stairs to the upper left to get back to the prison area.
2. Rest at the Bonfire in The Duke's Archives - Prison Area.
3. Run down the spiral staircase (optional: kill the two Serpents) to the room with all the Pisaca.
4. (Optional) Drink an Estus Flask to top you off.
5. Run straight in the room, and kill the Pisaca as quickly as you can. Grab any dropped Humanity.

6. Use Homeward to get back to the bonfire.

Alternatively, keep the gramophone on.

- This keeps the Pisacas moving up the staircase and splits them apart. You'll end up with batches of them in 2-3 at a time (with a cluster of 4 at the bottom). This makes the runs safer, breaks up the monotony of the journey down, and reduces the risk of Serpents coming up on you from behind while you are on the ground floor.
- If you shut the doors of the cells containing undead, they will not bother you. You can still kill them through the bars for some extra souls however.
- Kill the two Serpents going towards the ladder. You have to be quick about it, else they will just run past you. Don't bother if you miss them. Sometimes they end up falling off, anyway.
- DO NOT use a Homeward Miracle/Bone, as this resets the gramophone. Running back does not take too much longer.

Notes:

- The Pisaca have a VERY short aggro range. For example, the ones at the back of the room will not aggro while you are killing the ones in front.
- Their attacks are short range and slow, so simply back away a bit from any attacks from others you have aggroed.
- Watch for their "grab" move which can take a big chunk of your hp.
- If you can overkill the Pisaca with the CSSR and SoA they drop 1382 souls, for a total of 10,300.
- Have 10 soft Humanity to increase Humanity drop rate.
- In NG, with about 34 [Intelligence and the Sorcerer's Catalyst, a Great Heavy Soul Arrow can one-shot a Pisaca.

The Duke's Archives' Crystal Golems

10,000 souls per 5:00

Additional Drops: Blue Titanite Chunk

SL: 50+

In the forest area before the Crystal Cave there are 10 Blue Crystal Golems. From the bonfire in the library, just go down and kill them all with your favourite equipment (for example Crystal Ring Shield +5 and Lightning Spear +5).

Darkwraith and Ghost

15,600 souls per 3:00+; Souls per second: ~86.66

Additional Drops: Titanite Chunk

Note you have to have drained New Londo Ruins, and that there is no Bonfire so you will have a long trek from Firelink Shrine. Homeward or Homeward Bones are a requirement to make this efficient.

Equip the Slumbering Dragoncrest Ring, Covetous Silver Serpent Ring, any kind of long sword or high damage spell. Grass Crest Shield (if necessary arise), and light armor of your choice. Obtaining 10 soft Humanity will improve drops. You will also need Transient Curses or a Cursed Weapon, and the Homeward miracle.

Go down the elevator that lead to New Londo Ruins (step on the button at the bottom before stepping off to send it back up), if you are using Transient Curse use it on the second wooden bridge. Kill the first two ghost after the bridge, the two other up the first stair, then enter the first building, kill the ghost in front of the elevator and head down (the other ghosts can be killed for additional souls and Transient Curses).

1. Kill two Darkwraiths right after the elevator, one at the other side of the room, and two towards the Valley of Drakes.
2. Go back through the basement with the first Darkwraith, and face the sixth one in the low level water pool. Right after the pool, there's an illusionary wall in front of you, and another Darkwraith on the other side. You need to lure him toward you since there's only a little ledge in-between you and him.
3. After that, go up the stairs to the second building and stop on the first slab of the porch. The eighth Darkwraith will come to you, then you can take the ninth in the room. There are also two ghosts you will likely have to deal with here, be on your guard.
4. Once you've make your way through the building, turn right and the tenth Darkwraith is in the corner behind the building. After killing this one, go to the left side of the door, drop down the edge to the left of the bridge that lead to the Abyss for the last Darkwraith
5. Homeward back to Firelink Shrine.

Darkwraith Enemy

12,000 souls per 4:40+; Souls per second: ~43

Additional Drops: Titanite Chunk, Titanite Slab

SL: 25+

Actually this is route for farming Titanite chunks and slabs, but one can farm souls here effectively. On this route you will not fight any ghosts, so you will not need transient curses.

Equip: High backstab damage weapon, Rapier for example.

Shield with high stability to be safe. I recommend Eagle Shield or Balder Shield.

Slumbering Dragoncrest Ring and Covetous Silver Serpent Ring or Covetous Gold Serpent Ring depending on what you prioritize: souls or titanite.

Also you need <25% equip burden so you can run and roll fast.

1. Start from Darkroot Basin bonfire in the cave. Go down by elevator to Valley of Drakes (don't forget to send it back).

2. Run past the Drakes to the New Londo gate. (This is actually very easy and have very low fail-rate)
3. Go to the right side stairs. There will be first Darkwraith.
4. Go through wooden building. In the end of it there will be second Darkwraith.
5. Go to hall where you fought one of Mass of Souls. There is 3 Darkwraiths, one of them will aggro on you as soon as you enter the hall.
6. Go through the hall you're in to the small walkable pool and turn left. There will be another Darkwraith.
7. Illusory Wall with path way leading to another Darkwraiths and treasure chest with Titanite Chunk. Equip a Throwing Knife and throw one to aggro him.
8. Go slightly left, up the stairs to the building you fought another Mass of Souls. There will be last 2 Darkwraiths and bunch of Ghosts.
9. Aggro range of one of them starts right when you enter the building, so you can lure them out easily. Ghosts will also deaggro when you leave the building and go downstairs.
10. Left of the stairs, and to the right of the well down small set of stair will be the last Darkwraiths
11. Homeward Bone, repeat.

You can farm this route on very low soul level, because Darkwraiths are backstabbed very easily. However I recommend to get at least +9 Rapier to kill them in them in two backstabs with base stats.

(DLC) Oolacile Bloatheads

3,000 souls per 0:30; Souls per second: 100

SL: 50+

Additional Drops: Large Titanite Shard

A great method for farming souls if you still have a lot of equipment to upgrade as Large Titanite Shards are expensive to purchase, plus it's straight from a warpable Bonfire, but requires Additional Content.

Equip Covetous Silver Serpent Ring and Symbol of Avarice, plus your equipment of choice. Highly recommend under 25% load (Havel's Ring is almost required) and a weapon with a strong sweep attack such as the Black Knight Sword. Ten soft Humanity will also improve titanite drop rates if you need a lot but a fair amount will drop regardless.

1. Run down the stairs and immediately right to kill a single Bloathead around the corner. Use a running attack for speed and wait to see if he drops anything.
2. Run down the next flight of stairs to find four more Bloatheads. If using a melee weapon, running attack the two on the right then dispatch the other two however is easiest.
3. Run back to the bonfire. Using Homeward is not necessary and may even take longer.

Notes:

- Bloatheads have a habit of falling through the floor if they are not on the screen when they ragdoll (on the 360, other platforms unknown). If you are after the titanite, keep them on the screen until you have picked up the item or confirmed they did not drop one.
- Soul gain calculated with above recommended equipment, achieving Overkill will yield more souls.

Online Farming

This requires a friend that can be summoned repeatedly and the Red Sign Soapstone. The players will be arbitrarily labeled Player One and Player Two. Player One should first gather a somewhat large number of souls to start with.

1. Player One lays down a red soul sign is summoned by Player Two.
 2. Player Two kills Player One, gaining souls. Player One should then retrieve his own souls once back in his own world.
 3. Now Player Two lays down his red soul sign. The process alternates and if the souls are used to level up you will receive more souls per kill.
 4. Alternatively, just invade a lot.
- If the summoned player kills the summoning player, the summoning player will lose a Humanity.
 - Remember that the area boss in each player's world must be alive to see each other's sign.
 - This method is best performed next to a bonfire. Many bonfires are located in areas where no summoning or invading may occur. Some good locations are the bonfires at Oolacile Township and Darkmoon Tomb, the latter of which might be less prone to interruptions.

The Duke's Archives' Serpent Soldier
up to 5,000 Souls per minute.

This works best with mage builds, with intelligence around 50 and the spell Crystal Soul Spear and whatever armor you can wear while maintaining a light load (any items to max spell damage/soul boosting are useful). In the prison cell bonfire in the Duke's archives, leave the cell kill the two Serpent Soldier (preferably with Crystal Soul Spear but any other method if preferred) then immediately return to the bonfire and repeat.

Moss Farming

This page contains guaranteed methods of acquiring different types of mosses.

Purple Moss Clump

A purple clump of moss that negates poison.

Demonic foliage in Darkroot Garden

Blooming Purple Moss Clump

A purple clump of moss with blooming flowers that negates poison and toxin. Cures toxic effect.

Demonic foliage in Darkroot Garden

Bloodred Moss Clump

A clump of red moss which stops the player from bleeding.

Demonic foliage in Darkroot Garden

Humanity Farming

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Whenever farming for any kind of drop, raising your item discovery stat as high as you can will give you the best results. Equipping either the Covetous Gold Serpent Ring or Symbol of Avarice, and having at least 10 Soft Humanity will raise it to maximum.

If you're able to stock up on homeward bones or cast the homeward miracle, this can also save time by skipping the return trips to bonfires.

There are several available methods for farming humanity, with varying pros and cons. Some methods may be fastest or easiest, while others may offer more souls or other benefits. There are also other methods for gaining Soft Humanity directly, instead of farming for drops that are in item form. They are included further down on this page, however they are typically less efficient and are not considered as primary farming methods (aside from the Duke's Archives glitch).

Farming Rats

Undead Rats are capable of dropping humanity. With Item Discovery of 100, rats have a 5% drop rate, except for small rats in the depths, which only have a 3% drop rate. With 410 ID, this results in drop rates of 17.7% and 11.3% respectively.

Undead Burg/ Parish

The bridge between the Undead Parish and the Undead Burg is a fairly early place to farm, although it is not the best location if you've already reached later-game areas.

First kill the Taurus demon and open up the ladder shortcut to the Undead Burg bonfire. Then climb back up the ladder to go underneath the bridge. After passing the two shielded hollows, you will encounter a group of three rats. If you're able to pass the Hellkite Dragon on the bridge, you can also farm the same group of rats using the Sunlight Altar bonfire as your base instead.

The Depths

The Depths contains a large number of rats, and has one of the easiest and safest farming routes. After resting at the bonfire behind the locked door, exit and head through the doorway to your right and go further down the corridor. There is a group of five rats here that can be killed. Turn around and continue down the corridor. There will be a rat hiding in a box and then a group of four shortly after, the last of which are huddled in a dead-end. If you turn around, You will see a doorway, Keep going through it to find 4 rats. Go back the way you came, and rest at the bonfire. Rinse and repeat

as necessary. Using this method, you'll farm 14 rats per run, meaning that you'll average a little over 1 humanity per run (at 410 item discovery).

As of Patch 1.06, the Depths bonfire is also a warpable location, making it a very easy location to get to if you've obtained the Lordvessel.

Farming Pisaca

The Pisaca in The Duke's Archives drop humanity. There are ten of them at the bottom of the prison area. With Item Discovery of 100, Pisaca have a drop rate of 4%. With 410 ID, this results in a drop rate of 14.6%.

Using the prison bonfire as a base, you will need to pass two Serpent Soldier enemies on the way down. You may also catch the attention of Crystal Hollows, but the cells containing them can be closed and they will not be able to follow you. Triggering the siren to shut it off is recommended, as it makes the Pisaca more docile and reduces their aggro range.

This farming method also yields a decent amount of souls, which may make it preferable over farming rats in The Depths.

Farming Skeleton Babies

The Skeleton Babies in the Tomb of the Giants drop humanity. With Item Discovery of 100, Baby Skeletons have a drop rate of 2%. With 410 ID, this results in a drop rate of 7.72%.

After you've obtained and placed the Lordvessel, you can enter the final cave that leads to the Skeleton Babies. They are located just outside Nito's fog gate in the watery areas.

The benefit to farming the Skeleton Babies is that they will spawn infinitely as the player walks through the water. This allows you to farm uninterrupted for long periods of time, only returning to the bonfire for Estus or repairing gear. However, you'll need a weapon or attack that can target enemies that are low to the ground. Their drops, unlike other drops in the game, will disappear almost instantly as well. When fighting in the water you'll need to rapidly press the appropriate 'action' button quickly, sometimes spamming it, as soon as you kill each skeleton. You can prolong the length of the drops by luring the skeletons out of the water onto land first.

Farming Humanity Phantoms

DLC / Prepare to Die Edition / Remaster

Humanity Phantoms in the Chasm of the Abyss are capable of dropping humanity and twin humanities.

Rest at the Oolacile Township Dungeon bonfire. From here, follow the path towards the humanity phantoms. You will have to kill one Bloathead along the way, but it is waiting in a location where you can easily perform a plunge-attack on it. As you approach the group of Humanity Phantoms, you will also have to kill a Bloathead Sorcerer.

Faster Method-

Farm only the first, large group of Humanity Phantoms for fastest results. There are more located throughout the level, but killing this one group and then warping back to the bonfire with homeward or homeward bone will allow for the most efficient route. You will want to kill the Bloathead Sorcerer who is perched up on a ledge above you. If you prefer to use melee, you can make the sorcerer drop down by running towards it and standing next to it. You will have to be quick and wary of your surroundings, because a portion of the Humanity Phantoms will have already aggro'd. Using a means of stealth, like the Ring of Fog or Hidden Body, will make this route less dangerous.

Safer Method-

Instead of engaging the first, large group of Humanity Phantoms and the Bloathead Sorcerer right away, you can drop down to the hidden path to your left. There are more Humanity Phantoms on this path, and it'll also allow you to approach the Bloathead Sorcerer from behind before finally engaging the large group of phantoms.

With 410 Item Discovery, on average, 1 Small Humanity Sprite will drop 0.233 Humanity, 1 Medium Humanity Sprite will drop 0.376 Humanity and 1 Large Humanity Sprite will drop 0.524 Humanity.

Using Dark Hand on NPCs

It is possible to one-time farm various NPCs for Humanity using the Dark Hand. Most take a few hits to become hostile, so you can just walk up to them and grab them with the Dark Hand's R2 attack, drain their Humanity, then walk back to a bonfire and rest. This will reset the minor damage you've done so far, preventing hostility if you need to perform another R2 attack to obtain the rest of their humanity.

There are over 10 NPCs that offer between 3 to 12 humanity using this method. Consult the Dark Hand page for more information.

Co-op and PvP

In co-op, players who are summoned to help a host will receive a single point of Soft Humanity when a boss is defeated.

In PvP, hosts and Black Phantoms will receive a single point of humanity if they kill their opponent. The phantom will obtain the humanity automatically as they return to their own world, but they host will have to retrieve the humanity from a glowing red bloodstain.

Neither method is considered efficient for farming humanity, however it is a great method to incidentally increase your humanity while engaging in multiplayer activity. Players who focus on co-op or PvP will inevitably collect a large amount of soft humanity.

Killing Enemies with an Undefeated Boss

In some areas, killing certain enemies before the boss is defeated will eventually reward the player with Soft Humanity. There is an invisible "humanity point" meter that keeps track of enemies killed. Once a certain value is reached, one soft humanity will be obtained immediately and can be seen as a black aura that flies into the player.

- A total of 10 humanity can be received in each area where this method is available.
- Each subsequent humanity requires more points to obtain than the previous one.
- The "humanity meter" is not reset upon dying, quitting, or resting at a bonfire.
- Different areas will sometimes require a different amount of points to achieve a soft humanity.

Humanity Count	Humanity Points (Needed for Area Type A)	Humanity Points (Needed for Area Type B)	Humanity Points (Needed for Area Type C)
1st	100	200	300
2nd	105	210	315
3rd	110	220	330
4th	120	240	360
5th	140	280	420
6th	160	320	480
7th	190	380	570
8th	220	440	660
9th	255	510	765
10th	300	600	900

- Most humanoid enemies offer points for the "humanity meter", most others do not.
- Different enemies are worth a different amount of points for the "humanity meter".
- Each time a humanity is obtained, the meter's progress for the next humanity is reset to zero.

If only 1 more point is required and 10 are obtained, the extra 9 points do not contribute towards the next humanity.

Area	Humanity Points	Area Type
Upper Undead Burg	Hollow - 2 Armored Hollow - 3 BP Armored Hollow - 6 Undead Soldier - 6 BP Undead Soldier - 10 Undead Merchant - 50	A
Lower Undead Burg	Hollow - 2 Undead Assassin - 3 BP Undead Assassin - 6	A
Undead Parish ¹	Hollow - 2 BP Hollow - 3 Undead Soldier - 6 Balder Knight - 10 BP Balder Knight - 20 Heavy Knight - 20 BP Heavy Knight - 30	B
The Depths	Hollow - 6 BP Hollow - 10 Butcher - 40 BP Butcher - 50	A
Blighttown	Cragspider - 6 Infested Ghoul - 3 BP Infested Ghoul - 6 Blowdart Sniper - 10 Infested Barbarian - 10 BP Infested Barbarian - 20	C
Catacombs	Skeleton - 2 BP Skeleton - 3 Skeleton Wheel - 6 BP Skeleton Wheel - 10 Necromancer - 30	A
Sen's Fortress	Balder Knight - 10 Heavy Knight - 20	A
Anor Londo ²	Painting Guardian - 6	A
Painted World	Hollow - 2 Crow Demon - 20 Heavy Knight - 20	B
The Duke's Archives	Undead Crystal Soldier - 6	C
Oolacile Township	Bloathead - 3 BP Bloathead - 6 Bloathead Sorcerer - 6 BP Bloathead Sorcerer - 10	A

The Duke's Archive Glitch

With Seath undefeated, warp into the Duke's archives from the Undead Parish bonfire by Andre. Kill the nearest Undead Crystal Soldier to quickly obtain 1 Soft-Humanity every time. Warp back out to the Parish and in again to repeat.

The first Undead Crystal Soldier killed after escaping the prison tower is programmed to always reward a soft-humanity automatically.³ This works regardless of the point system above, and is not limited to 10 possible soft-humanities. As of patch 1.06, this can be exploited by warping in and out of the Duke's Archives from the Parish. Warping into the area will trick the game into thinking you've escaped the prison again, causing the first hollow you kill to always award a soft-humanity immediately.

Footnotes 1. The hellkite bridge is considered Undead Parish and the Undead Soldiers killed by hellkite will earn you soft humanity. 2. The bosses of Anor Londo do not have to be alive to gather humanity from the Painting Guardians. 3. Note that it does not have to be the first Crystal Hollow nearest the exit the of the Prison. The soft-humanity is awarded from the first hollow the player kills after exiting the prison, which can be any hollow in the rest of Duke's Archives.